3.   (cancelled)

4.   (cancelled)

5.   [[The method of Claim 4]] A method for viewing and controlling an animation sequence of a presentation program comprising the process actions of:

        displaying at least one animation on object user interface in close proximity of an object to be animated indicating an animation effect sequence of said object, wherein the animation on object user interface displays a number that represents a number in a sequence of input device selection actions that cause an animation effect on that object, and wherein said at least one animation on object user interface is associated with an effect in a list of animation effects in animation sequence order, and wherein each effect in said list of animation effects represents its order in a sequence of computer input device selection actions, wherein when at least one of said effects on said list of animation effects is selected, a corresponding animation on object user interface associated with said object is selected; and

        allowing a user to manipulate the animation using said at least one animation on object user interface.

6.   (original) The method of Claim 5 wherein when at least one of said effects on said list of animation effects that was previously selected is deselected, said

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corresponding animation on object user interface associated with said object is deselected.

7.　(original) The method of Claim 5 wherein said animation on object user interface changes so as to graphically indicate to the user that the effect has been selected when at least one of said effects on said list of animation effects is selected.

8.　(currently amended) The method of Claim [[4]] 5 wherein when one of said effects on said list of animation effects is deleted, a corresponding animation on object user interface associated with said object is deleted.

9.　(currently amended) The method of Claim [[4]] 5 wherein when the animation order of one of said effects on said list of animation effects is changed, the corresponding animation on object user interface animation order is changed.

10.　(original)　The method of Claim 5 wherein said animation on object user interface displays a pop-up window when said animation on object user interface is selected.

11.　(original)　The method of Claim 10 wherein said pop-up window displays additional information associated with said animation on object user interface.

12. (original) The method of Claim 10 wherein said pop-up window allows the user to manipulate the animation of said object.

13. (currently amended) The method of Claim [[1]] 5 wherein only one animation on object user interface is displayed if multiple animation effects are associated with a single input device selection action.

14. (currently amended) The method of Claim [[1]] 5 wherein multiple animation on object user interfaces are displayed if multiple animation effects are associated with multiple input device selection actions.

15. (currently amended) The method of Claim [[2]] 5 wherein said number is appended with an ellipsis if there are more animation on object user interfaces than there is space to show at the side of the associated object being animated.

16. (currently amended) The method of Claim [[1]] 5 wherein said animation on object user interface controls are rendered in number order along the left vertical edge of an imaginary bounding box of said associated object.

17. (currently amended) The method of Claim [[1]] 5 wherein the number of animation on object user interfaces that will fit along the edge of an associated object to be animated is preferably determined by the height of a display area displaying and the

height of said object.

18.   (original) The method of Claim 17 wherein the number of animation on object user interfaces displayed is increased when the size of the display is expanded.

19.   (original) The method of Claim 17 wherein the number of animation on object user interfaces displayed is decreased when the size of said display is decreased.

20.   (currently amended) The method of Claim [[1]] 5 wherein more than one column of animation on object user interfaces is displayed along an object when two animation objects are displayed in the same general space in the display.

21.   (currently amended) The method of Claim [[1]] 5 wherein the user can use keyboard keys to activate the animation OOUIs.

22.   (currently amended) The method of Claim [[1]] 5 wherein the user can use input device selection actions to activate the animation OOUIs.

23.   (currently amended) The method of Claim [[2]] 5 wherein more than one animation effect can be combined, such that said more than one animation effect will occur at the same time in said animation sequence.

24.   (currently amended) The method of Claim [[2]] 5 wherein more than one animation effect occurring at the same time on said object can be separated, such that said more than one animation effect will occur at different times in said animation sequence.

25.   (cancelled)

26.   (currently amended) The computer-readable medium of Claim [[25]] 38 wherein the animation tag displays an indicator that represents a number in a sequence of input device selection actions that cause an animation effect on said object.

27.   (currently amended) The computer-readable medium of Claim [[25]] 38 wherein said at least one animation tag is associated with an effect in a list of animation effects in animation sequence order.

28.   (original) The computer-readable medium of Claim 27 wherein each effect in said list of animation effects represents its order in a sequence of computer input device selection actions.

29.   (original) The computer-readable medium of Claim 27 wherein said computer executable instructions further comprise at least one of:
    selecting at least one of said effects on said list of animation effects such that a

corresponding animation tag associated with said object is selected;

deselecting at least one of said effects on said list of animation effects that was previously selected such that said corresponding animation tag associated with said object is deselected.

30.   (original) The computer-readable medium of Claim 27 wherein said animation tag changes so as to graphically indicate to the user that the effect has been selected when at least one of said effects on said list of animation effects is selected.

31.   (original) The computer-readable medium of Claim 27 wherein when one of said effects on said list of animation effects is deleted, a corresponding animation tag associated with said object is deleted.

32.   (original) The computer-readable medium of Claim 26 wherein when the animation order of one of said effects on said list of animation effects is changed, the corresponding animation tag order is changed.

33.   (original) The computer-readable medium of Claim 26 wherein said number is appended with an ellipsis if there are more animation tags than there is space to display at the side of the associated object being animated.

34.   (currently amended) The computer-readable medium of Claim [[25]] 38

wherein more than one column of animation on object user interfaces is displayed along an object when two animation objects are displayed in the same general space in the display.

35.   (currently amended) The computer-readable medium of Claim [[25]] 38 wherein a first object overlaps a second object and wherein a first animation tag associated with said first object is displayed in the foreground when no object is selected.

36.   (currently amended) The computer-readable medium of Claim [[25]] 38 wherein several objects overlap and wherein the animation tag associated with a selected object comes to the foreground.

37.   (currently amended) The computer-readable medium of Claim [[25]] 38 wherein said animation tag is visible when an animation sequence is being created and edited, and wherein said animation tag is not visible when said animation sequence is viewed by an audience.

38. (currently amended)   A computer-readable medium having computer-executable instructions for controlling and displaying the animation sequence, said computer executable instructions comprising:

        displaying at least one animation tag near an object to be animated, said

animation tag indicating an order of at least one animation effect on said object; and

allowing a user to manipulate the order of said at least one animation effect

using said at least one animation tag, and[[The computer-readable medium of Claim

25]] wherein the user can use keyboard keys to activate the animation tags.

39.   (currently amended) [[The computer-readable medium of Claim 25]] A

computer-readable medium having computer-executable instructions for controlling and

displaying the animation sequence, said computer executable instructions comprising:

displaying at least one animation tag near an object to be animated, said

animation tag indicating an order of at least one animation effect on said object; and

allowing a user to manipulate the order of said at least one animation effect

using said at least one animation tag, and wherein the user can use input device

selection actions to activate the animation tags.

40.   (original) The computer-readable medium of Claim 26 wherein the user

can set the animation order by using a graphical control that allows the user to

increment or decrement a value using a input device selection action associated with a

pop up window given when the user selects the OOUI.

41.   (cancelled)